

Dialog Director

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The “complete package” is defined as meaning the entire and exact contents of the file <http://www.hilight.demon.co.uk/DialogDirector/DialogDirector0.7.sit.hqx>. It includes **all** scripting additions, **all** documentation and **all** examples & utilities, in either compressed or fully uncompressed form. You may, of course, charge for your own software that uses Dialog Director (if you so desire), just not extra for Dialog Director. It also means that you may not sell copies or redistribute parts of the Dialog Director package without obtaining a separate and specific licence from the author.

Although not a formal part of the licence I strongly suggest that if you use any URLs to Dialog Director at my website then you should use <http://www.hilight.demon.co.uk/DialogDirector/>. Also I would sincerely appreciate being sent a complementary copy of any compilation CD that includes Dialog Director.

What is Dialog Director?

Dialog Director is a scripting addition that extends AppleScript and other OSA compatible languages on any computer running Mac OS 7 or later. It provides a rich set of features that allow you to create advanced and dynamic dialog boxes and floating windows directly from within your AppleScript scripts. This gives you the ability to extend & customise an application’s user interface and to write applets, droplets & embedded scripts with the power to interact with your users in a fast, friendly, effective and professional manner.

Release Notes

Dialog Director v0.7 has many changes and new features. **Please read the User Guide.** It is in MS Word 4 format, but any decent word processor should be able to open it. It contains full details of the changes as well as all functions and features of Dialog Director along with script examples, descriptions of all the files in the “Examples” folder, instructions for using Dialog Dumper and other useful information.

This release also includes Resource Utilities v1.1b1 that resolves a couple of conflicts and adds the facility to access the resource forks of the current script and application and to keep a resource file in the access chain so that its resources are accessible to Dialog Director etc.

Updating from Dialog Director v0.6 to v0.7

Basically, DD v0.7 is not fully compatible with DD v0.6 nor is it backwards compatible with the older property names used in DD v0.5. Scripts **must** be recompiled and updated to work correctly. The update process is fairly simple, some of the changes will happen automatically just by recompiling the script. The following procedure should take care of the rest. Steps 9 & 10 are not essential to make the script function.

Note: You should, of course, backup your scripts and the Dialog Director v0.6 scripting addition before attempting any of this.

1. Before replacing version 0.6 of the Dialog Director scripting addition make sure all your scripts have been saved with the “Compiled Script” setting in the Save/Save As dialog box.
2. Quit your script editor.
3. Replace version 0.6 of the Dialog Director scripting addition (in the Scripting Additions folder) with the new version

0.7 of the Dialog Director scripting addition.

4. Load the script into your script editor and recompile it. You may have to insert a space into the document (or make any change) to force it to recompile.
5. Replace any occurrences of `dd auto dialog ... font FontSpec ...` with `dd auto dialog ... with fonts [FontSpec]`
6. Replace any occurrences of `dd auto dialog ... with floating` with `dd auto dialog ... float above every app.`
7. Replace any occurrences of `dd install font FontSpec ...` with `dd install with fonts [FontSpec]`
8. Replace any occurrences of `dd install ... with floating` with `dd install ... float above every app.`
9. Change the `bounds:[left, top, right, bottom]` of any labelled `group box` by decreasing `top` by 11 if the font used is 12pt Chicago and by 9 if the font used is either 9 or 10pt Geneva. If the `name:` property starts and ends with a space then remove these two spaces.
10. Read the User Guide for details about using the new, and preferred, global font table and `font:index` as opposed to `font:FontSpec` in all dialog item records. Nearly all the example scripts (in the “Examples” folder) that use fonts make use of the global font table.
11. Save then run the script.

The changes that should happen automatically are:

- Dialog items’ `value:x` → `value:x`. (Looks the same but now compatible with Script Debugger.)
- Dialog’s `style:document window` → `style:standard window`.
- Dialog’s `style:modal` → `style:standard dialog`.
- Dialog’s `style:movable modal` → `style:movable dialog`.
- Dialog’s `style:palette` → `style:standard palette`.
- Dialog’s `default:index` → `default item:index`.
- Parameter `greyscale` → `grayscale`.

The full details can be found in the User Guide, DD’s dictionary and the example scripts.